



# Any Port In a Storm

The PCs have just arrived at the port of Pelorbay on the Hezarin Isle of Gedden, their vessel, *the Resplendent* having been critically damaged in a battle with Brotherhood-summoned sea monsters. *The Scarlet Scourge*, a Brotherhood galley, has pursued them here. Pelorbay, and its neighbouring port Ospret, are free ports, they recognise neither Jian Destron nor Sister Kuryanie's rule of Onnwal. However - being pragmatic they are quite happy to trade with either side. If the PCs start a fight here though, the locals shall call down their wrath upon the PCs - and they shall never leave this isle alive!

The Scarlet Brotherhood captain, Eirud Proshahar knows this, and uses this opportunity to taunt the PCs, hoping to force them into rash action.

The chapter begins with the ruler of Pelorbay, Rattrin, intimidates the PCs. He informs them that any fighting with the Brotherhood will not be tolerated - and will result in the destruction of their vessel.

On the island the PCs rub shoulders with numerous locals from the Hezarin isles, including the crew of the Scarlet Brotherhood vessel and one Larea Farmore - a free trader with both the Scarlet Brotherhood and the Rebellion.

PCs deal with Larea Farmore to get their ship repaired. They are intimidated by the Scarlet Brotherhood forces who try to force the PCs or Pholtines into rash action.

This is just a diversion - one of the half-orcs aboard the ship has been dominated by a strange force, courtesy of the Scarlet Brotherhood. Now reprogrammed to fight for the Scarlet Sign the half-orc has been given a runic mine by the Scarlet Brotherhood ready to be used when the time is right. Its purpose: to destroy *The Resplendent*.

Eventually the PCs are invited to dine with the Captain of *the Scarlet Scourge* at his table aboard his vessel.

The PCs, on the night before they leave find Paceman and Second Mate Golgak in a terrible state - he was caught by the

Scarlet Brotherhood and 'altered', to a hideous conclusion that shall be found out in the next chapter.

## Beginning this Chapter

The PCs have just been forced to dock at Gedden, one of the Hezarin Isles by the predations of an enchanted Scarlet Brotherhood ship, *The Scarlet Scourge*. The isle appears inhabited, and a robed fellow appears before the PCs, dressed in orange with the symbol of a volcano across his chest. This is Rattrin, Despot of the Hezarin Isles, which have declared independence from Onnwal since the Brewfest Rebellion and the Brotherhood were driven out of the Hezarin Isles.

*Having alighted upon the port of Pelorbay, you were shocked to discover that you had not lost your pursuer, a Scarlet vessel. Even now it glides into a berth at the opposite side of the small port village.*

*The villagers that have watched you as you arrived have not been idle. A score of men, clad in orange tabards, are approaching your vessel just as a group of Hepmonaland warriors disembark from the Scarlet vessel.*

*Captain Gremag paces the decks anxiously, and you hear him mutter, "This be not good."*

*There is a man at the head of the band of locals, dressed in the orange robes, looks at you and at the Scarlet Brotherhood captain. Nodding to the captain he looks at each of you intently, furrowing his brow.*

*He then looks to the men coming from the Scarlet vessel and in a loud voice intones, "I would suggest you surrender any thoughts of making trouble on my isle, or I shall crack your ship like an egg."*

*At this point the Hepmonaland warriors look confused until a swarthy fellow in red robes pushes to the front. You recognise him as the captain of the enemy vessel.*

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*Rattrin gestures and you realize with alarm that along the full length of the shore the stones are engraved with an ornate rune pattern. As he waves his hand the engravings upon the runes all glow in unison around your ship. They also glow around the Scarlet Brotherhood ship, much to the chagrin of the enemy captain.*

*"Any attempt to move your ship without my permission will result in their detonation, any fighting with the Scarlet Sign will result in their detonation, and any attempt to attack anyone in Pelorbay will result in their detonation. Furthermore, " he says, gesturing to the score of armed men at his back, "once that wreck you call a ship is destroyed, my men here and in the village will make sure your stay here is short one."*

*The mage continues, "All I ask is you respect these simple rules and you'll be as welcome as any new outsider around here. Do as I say and no-one will come to harm."*

*With a wave of his hand, Rattrin and his men turn around and make their way up the cobbled main street into the only lit building. The Scarlet Captain confers with his men, and a few of them, clad in robes follow the wizard and his men.*

*The captain stops for a moment and with a smirk you hear him say in your direction, "Welcome to Pelorbay."*

## Pelorbay

**Pelorbay (Hamlet):** Conventional; AL CN; 96 gp limit; Assets 6,666 gp; Population 100; Human (96 human).

**Authority Figures:** **Despot Rattrin** human male (Despot of Pelorbay).

**Important Figures:** **Argrith Myllana** human male (proprietor of Procan's Mares); **Angrar Flamedeep** human male (priest of Joramy); **Arkyl Langshanks**, human male (shipwright); **Salaman Crestdeep** human male (priest of Procan and Stormseeker).

Pelorbay is not a particularly large settlement, numbering less than 100 souls living in wooden and stone houses. It has but a few places of note:-

### 1. The Resplendent

This is where the PCs are docked.

### 2. The Sign of Procan's Mares

This is where most of the action takes place in "At The Sign of Procan's Mares". It is the local tavern of Pelorbay.

### 3. Rattrin's Manor

This is small, fortified manor where Rattrin administers the town and lives in relative luxury in this time of conflict.

### 4. Chapel of Procan

Pelorbay being little more than a fishing village that used to offer port to passing vessels, the worship of Procan was popular. The original priest, Gelvraan Saanh was slain by the Brotherhood when they originally occupied Pelorbay, but fiery sermons are now given by the Stormseeker Salaman Crestdeep.

### 5. The Shipwright

The shipwright, Arkyl Langshanks, and several casual labourers have a house by the docks. Unfortunately Arkyl is unwilling to fix the PC's ship – his wife is one of the hostages (The Disappeared) taken by the Brotherhood many years ago, and he has no desire to earn their ire.

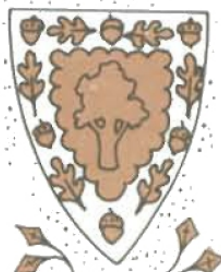
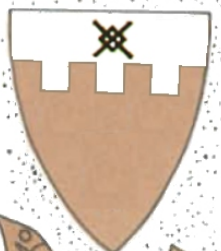
### 6. The Scarlet Scourge

At the other end of the village the Scarlet Brotherhood vessel is docked. Throughout the day it is manned and guarded by half the crew. The *Black Mist Stone* is covered.

## Exploring Pelorbay

In between the encounters allow the PCs freedom to move around the village and encounter any salient NPCs you wish that are detailed below.

At the moment though, as it is dark, all the village doors are shuttered and the lights are out, except for the tavern of







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Pelorbay, Procan's Mares. The sound of merriment and the smell of fresh food should certainly lure them out – and Gremag says that they need to find someone willing to help fix the ship - it would be best if the PCs acted as front men for the crew. They would also prefer to get on with things quickly – thus the PCs should go ashore and mingle to get things moving.

If the PCs seem truly unwilling to go ashore, have Dasmius the Pholtan offer to go ashore and use his “diplomatic” skills instead. If this does not persuade the PCs to act, then allow disaster to ensue...

## At The Sign of Procan's Mares

Read aloud or paraphrase the following:

*A solidly built, two-story building dominates the waterfront. Like the rest of Pelorbay it is constructed of black volcanic stone. Painted on the old sign swinging above the door in the hot breeze is the picture of the sea with the heads of white horses as the crests of the waves. The tavern seems relatively welcoming...relative to the inhospitability that surrounds you that is.*

As this is the only light within the dismal port of Pelorbay, the PCs can quickly thrust themselves into the common room of Procan's Mares.

*In true form, the sound of merriment stops as you walk into the dimly lit common room, and every eye in the tavern turns towards you – some balefully, others with interest and curiosity.*

*Sat at the far side of the room, is a bare chested man with the tattoo of a trident on one arm, and the tattoo of a silver cloud upon the other. This fellow converses the magi that forbade you from violence earlier and with a red haired fellow.*

*A stout, bald man tends the bar, laughing at a jest from his cronies that is clearly at your expense. In the corner, sat alone, a blonde woman, clearly of Suloise extraction stares at you,*

*occasionally sipping from a wine glass. The rest of the patrons are merely silhouettes in the dim light of the common room.*

## Rumours

1. A strange dark black spider-like mist was seen coming from that black tower on the western coast of the mainland, the place they call Obelstone a few months ago.
2. The Stormseeker Salaman went out in a rowing boat last week – into a terrible squall. He came back unharmed, but said the storm had spoke to him and told him that it was time for his Order to reclaim their place on the mainland.
3. A vessel bearing the Scarlet Sign that came from the Pomarj stopped off here awhile back. One of the crewmen said they had been laden down with gold and gifts from Sister Kuryanie for the Half-Orc Emperor Turrosh Mak. There were also a small number of half-orc free-swords upon the vessel, paid by Kuryanie to fight for the Brotherhood.

## The Occupants of the Common Room

The following are descriptions and roleplay notes for the various occupants of the tavern.

**Rattrin, Despot of Pelorbay** (male human Wiz 13 (Invoker), AC 20 (Bracers of Defence + Dex), hp 52, AL CN).

Rattrin is the undisputed ruler of Pelorbay. A native of Nyronde and a former member of the Sagacious Society, Rattrin came here in 586 CY due to his distaste for the new Nyronde king. He has also had a passion for fire magic and viewed the Hezarin Isles as an excellent place to practice his arts.

Rattrin watches the tavern like a hawk. He is feared by all for his ability to *disintegrate* the unwary and the unwise, but he is respected for his ability to keep order in what otherwise would be just another lawless free port.

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Rattrin will not oppose the Scarlet Brotherhood captain unless it becomes completely necessary – for reasons that may become apparent in the future.

## Eirud Proshahar, Captain of the Scarlet Scourge (See Appendix for stats).

Eirud was a member of the Office of Diplomacy who infiltrated the clergy of Xerbo before the Occupation. His influence within the priesthood was essential in ensuring its defection to the side of the Scarlet Brotherhood. When Scant fell, Eirud became rich from the reliquaries of the Church of Zilchus. He owns a small, palatial mansion on Scant's Gate Hill and is a rich man, but like most of the Scarlet Sign he favours the ascetic life, in his case the ascetic life of a sailor.

Eirud has three roles he likes to keep separate, though the line between them is often blurred. Firstly he is a businessman, good at exacting ruthless terms from those he "liberates" in the name of the Scarlet Sign. Secondly, he is a sea captain, with a love of the sea and battle upon the waves. Thirdly, he is a member of the

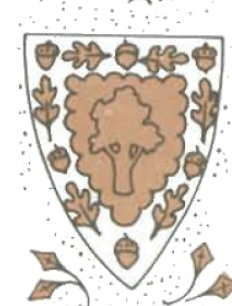
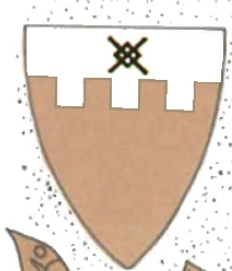
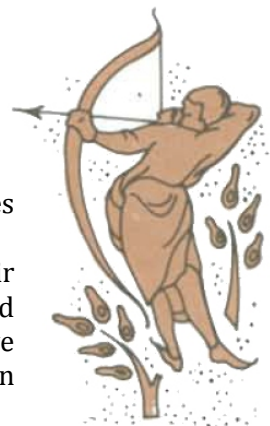
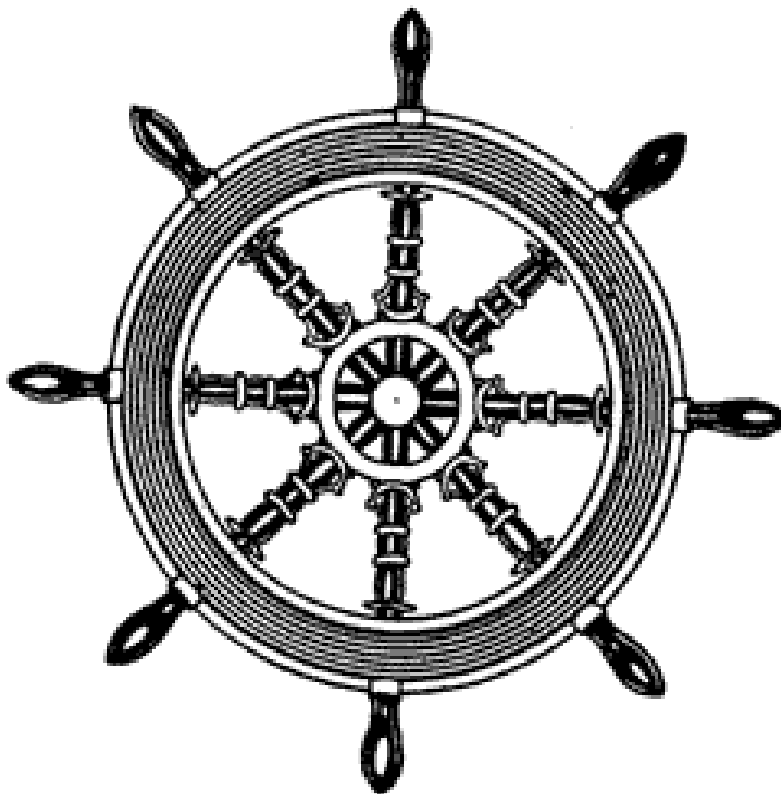
Scarlet Brotherhood, and as such believes himself to be superior to all non-Suel.

*Appearance:* 5'7" with his short hair dyed black and all but shaved off and sporting a moustache, Eirud seems to have a perpetual grin on his face and an unpleasant predatory glint in his eyes.

**Argrith Myllana** (male human Com 3, AL CN).

Argrith is the owner and innkeep of Procan's Mares who is currently engaged in talking to several of the locals about the new arrivals. If the PCs go up to ask for a drink, he speaks in whispered tones to his cronies, who laugh at his every jest (it beats paying for the ale). He only serves the PCs if there is nothing else that needs doing and if he is not above making jokes about the green and gold gills of the Free Onnwal soldiers. The first time a PC goes to the bar, the event **Drinking With Thine Enemy** occurs (see below).

*Appearance:* A bald and very portly gentleman in his late forties, Argrith is usually quick with a smile. He is his own best customer when it comes to drinking





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the spirits that he keeps behind the bar. He is cold to strangers - to the point of avoiding serving them wherever possible.

**Angrar Flamedeep, Priest of Joramy** (male human Clr 3 - Joramy, AL NG).

Angrar is a rarity on this isle - five years ago he came upon a raft, lost at sea as part of a missionary expedition from the Yeomanry to Onnwal. It was he who reported to existence of the Hezarin Isles to his superiors in Onnwal and resulted in these isles being claimed as holy ground by the Joramites.

Angrar is a permanent resident of Pelorbay now, for the wilds of the Hezarin Isles (though not Pelorbay) are a site of permanent skirmishing between the Joramites and their sworn enemy the Scarlet Brotherhood's priests of Pyremius. He is a staunch drinking companion of Salaman the Stormseeker.

*Appearance:* Angrar is a short, thin man with long red hair down to his shoulders. A shock of gray runs through his thick mane and he fiddles incessantly with the medallion of a volcano that is around his neck.

**Arkyl Langshanks** (male human Exp 5, AL N).

Argyl has lived in Pelorbay since he was a

lad and has never left the isle though he is a shipwright. His knowledge was learnt from his father.

During the War and the Occupation Argyl stayed home. His wife, Trakera, was taken, being of pure Suel blood. He fears for her safety, too much so to risk bringing the Scarlet Brotherhood's wrath down on himself by fixing their ship.

*Appearance:* Argyl is also a fearful and nervous fellow, casting his one good eye around the room at strangers. He is an old man with a raspy voice and a fondness for smoking vicious smelling cheroots.

**Pirraen Vahr** (female human Sor 2, AL N). Like many others in Pelorbay, Pirraen has found her way here from elsewhere, being a native of the village of Veralhos in Storm Coast of Onnwal. She fled the mainland in 586 CY to escape the murderous war. Pirraen is one of a long line of village "witches" - wise-women with innate magical powers and deep knowledge of herb lore often found among the Suel descended inhabitants of the Storm Coast. She has no particular love for either side in the war, but is reluctant to talk about her past or the reasons why. She will hover on the edge of conversations trying to hear what news there is of the mainland and the Storm Coast in particular. Though



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quiet by nature - she is possessed of a strong will and if pestered by PCs, will not hesitate to use *Suggestion*, *Charm Person* or *Sleep* to "persuade" them to leave her alone. Pirraen attracts the attention of Jorva, the Scarlet Scourge's mage in the option encounter **The Sorceress**.

**Appearance:** A young woman in her early twenties, Pirraen is pure-blooded Suloise. Though her golden blonde hair is worn unflatteringly short, it cannot disguise her beauty. She dresses in man's clothes - the same loose blouse and pantaloons that the majority of the isles inhabitant's favour.

**Salaman Crestdeep**, Stormseeker (Clr 5 – Procan, AL CN).

Another oddity in the tavern, and a companion to Angrar, Salaman is one of the Stormseekers – a bizarre cult dedicated to Procan that believe the best way to hold communion with the Sea Lord is to sail directly into the heart of storms. Most of the Stormseekers remain on the Storm Isles since the fall of Onnwal, but Salaman was guided to the Hezarins during a "communion" and has remained here ever since.

He goes out once a year to commune with the storms. His last trip was a week ago, during which time "Procan" told him that it would soon be time for him and the rest of his order to return to the mainland.

As the tavern is named "Procan's Mares", Salaman sees it as holy ground and holds service here every Godsdays. He also uses it as a place to get boisterously drunk and is relatively affable compared to the locals.

**Appearance:** Salaman is a tall, fat man with tattoos of a trident on both shoulders and a storm cloud upon his chest. He is dressed in long brown pantaloons but exposes his gut to the public. He wears a silver vial containing salt water around his neck as a symbol to the Sender of Storms.

**Larea Farmmoore**, Merchant of Scant (Sor 3, AL LN).

Larea is a wealthy and powerful merchant from Scant, her business owns several

ships and before the fall of Scant she was one of the most eligible ladies. Being of near-pure blooded Suloise extraction she was classified as a subcitizen, and given her compliance with the Scarlet Brotherhood's rule she kept her wealth and half of her ships (the other half went to the Brotherhood's navy of course).

Larea adamantly refuses to get involved with either the Brotherhood or the Resistance, preferring to conduct trade with either side as normally as possible. She urges compliance with the Brotherhood to the population of Scant. Her voice is heard and followed by a large section of its population.

Currently Larea is trying to relax after having brought in a large cargo of sailcloth to the people of Pelorbay. She is, in a round about way, sympathetic to the cause of the rebels, wishing things could go back to the way they were (so she could have all her ships back). As it stands she is the mostly friendly NPC in the bar towards the PCs.

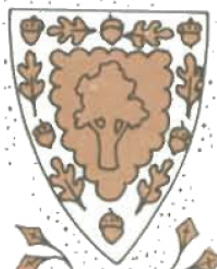
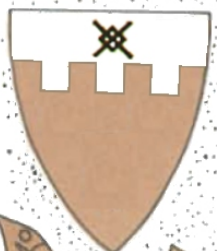
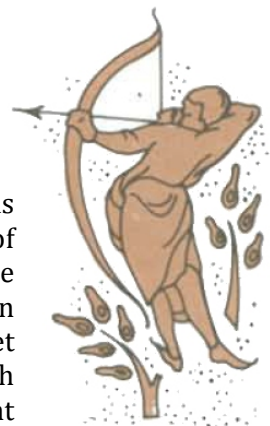
**Appearance:** A mere 30 years of age, Larea is 5 foot 2 inches, long red hair, slightly portly, blue eyes and dark skin. Her eyes dart about the common room, and there is a hint of sadness in those eyes. She is prepared for trouble though - she wears studded leather armor, has a scarlet sash around her left arm (to indicate she is a sanctioned merchant from Scant) and carries a concealed dagger with her at all times. At her side is a Hepmonaland warrior named Larze, a servant of hers, granted by Maranafel Toktot in exchange for her co-operation. Larze is genuinely devoted to Larea, though he speaks little common.

## Events

With the scene set, and the PCs free to mingle in the common room of the inn, drop in the following events as you see appropriate.

## Followers of Pholtus Unite!

Dasmius and his fellow Pholtans – if they were rescued – have now left the





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*Resplendent* and are made their way into Procan's Mares. They start brandishing silver holy symbols and attempting to convert the populace.

Dasmius eventually sets eyes upon Eirud and draws his sword to attack the Scarlet Scourge's captain – if the PCs do not stop him, Rattrin shall destroy their ship.

## The Sorceress

Pirraen Vhar, who has been showing an interest in listening to the PCs news, has caught the attention of Jorva, the sorcerer and follower of Lydia, who recognises her from some meeting they had in the past. She will speak with Pirraen and try to persuade her to return to Scant aboard *The Scarlet Scourge*. It is clear that the pair have had some dealings in the past – though if questioned Pirraen will change the subject to avoid the issue. While later on in this scenario Pirraen decides this is not such a bad idea, currently she is not so willing to go, and currently Jorva is trying to drag her out of the tavern.

No-one in the tavern moves to act to help Pirraen – she is an outsider, and only Salaman Crestdeep and Angrar Flamedeep will loudly protest. If the PCs try to block Jorva, she backs down, clearly having exceeded her authority.

Eirud publicly berates his mage with a polite grin, claiming she has drunk enough tonight and meeting the approving gaze of Rattrin.

## Drinking With Thine Enemy

This event occurs when the PCs first go to the bar to order drinks. Read or paraphrase the following:-

***Standing at the bar, you note with some cynicism that it is several of the locals, rather than your lack of a drink and questing gaze, that occupies the barman's attention***

***A hand falls upon your shoulder, and turning around you see it belongs to the captain of the Brotherhood vessel that has pursued you to Pelorbay.***

***He looks you over and smiles coolly, "Ah, yes, how are you, you do look a little beat up." He extends an arm in friendship, a grin upon his face, "The name's Eirud, captain of the Scarlet Scourge."***

Eirud attempts to act friendly towards the PC, shaking their hand (or kissing it if they are female). His friendship is obviously a mask (Sense Motive – DC 5), but he insists on being polite, taking great glee in waving to Rattrin, who sits watching the exchange with concern.

Eirud continues, offering to help the PCs:-

***"I see you are having some bother getting served. I have an intimate knowledge of the regional beverages - perhaps you might allow me to acquire some for you?"***

***He smirks and waves to the barkeep, who ceases his conversation and ambles over to the red robed man, who with a smirk asks you, "Now what will you have?"***

If the PCs act hostile towards Eirud, several of the tavern patrons stand up and intimidate the PCs (Intimidate +8). The tavern keeper shall throw them out if they continue. If they actually attack Eirud, then Rattrin makes good on his threat and *The Resplendent* is destroyed. The guard and Rattrin attack the PCs until they are dead. They were warned after all.

## Strange Bedfellows

After the PCs have had a chance to interact with the denizens of Procan's Mares, closing time shall come round. The PCs can opt to stay in the inn if they are tired of *the Resplendent's* bunks and it shall cost 2 golden gulls to stay in the overpriced poor quality rooms above the tavern. Eirud and his men return to *The Scarlet Scourge*, knowing full well that they can sleep safely.

As they leave, making any final dialogue you deem necessary, it is at this point that Larea Farmore approaches the

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PCs with an offer they can't refuse. Read the following:-

*A red-haired woman dressed in a fine silk gown approaches you. She has the look of a merchant about her, and around her left arm is tied a silk red scarf. At her side is a man, dressed lightly in furs and leaning upon a spear and a hide shield. The man, who you recognise to be a Hepmonaland warrior stands in deference to the lady as she speaks in a hushed voice:-*

*"You would be some of the people that came in on the Free State vessel? May I sit here and discuss a proposal with you - I think I could help you fix your ship. No-one else here will help."*

If the PCs rebuff Larea's offer, she shrugs and with her manservant Larze returns to her table. Throughout the rest of their stay in the common room she watches the PCs like a hawk, and the next time she approaches the PCs may be at the dinner onboard the Scarlet Scourge in Encounter 3, where she will re-iterate that the PCs should meet to discuss repairing the ship.

True to her word - no one else here can help repair the ship. They are too scared of the Brotherhood (even though Pelorbay is a Free Port now). The shipwright has been intimidated by the Brotherhood crew and refuses to help fix the PCs vessel as long as the Brotherhood remain on the isle.

If she is invited to stay, Larea makes her offer as plainly as possible:-

*"My men, led by Larze here, can fix your ship. We saw it on the way in, but we'd need a better look. I'd say we're looking at the best part of three days to repair it. We have the timber onboard to repair that hull, and you'll not get it from any other source than here."*

*"All I ask from you is that you carry some cargo of mine to Longbridge to sell, and two weeks from now cut me in on a percentage. We'll meet in the Disputed Zone near Scant. If this is too rich for you - put in a good word for me with the Free State's authorities."*

*"You see - since the Brotherhood sanctioned my merchant house in Scant, I've had to cease trading with the Free State in Sornhill and Longbridge. The authorities don't trust me. If you tell them that I fixed your ship maybe they'll see I truly am a neutral party in this conflict. At any rate, we'll meet at this shack in the Disputed Zone in two weeks time, used to belong to a friend of mine called Kallarn. If you've got the money or a letter from someone in authority allowing me to dock in the Free State, we'll call it evens."*

*"Anyway I'll fix your ship and trust you - if your words do carry any weight, you keep a percentage piece of the action. If not you better have all the money from selling my goods in your pocket or Larze, well let's say he doesn't like to see me upset."*

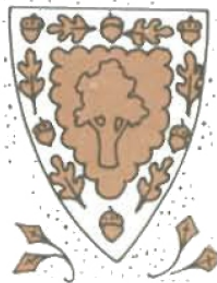
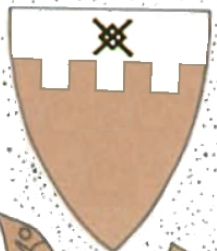
Defaulting on the trading has dire consequences for the Free State, as can be seen in the Resolutions section of the next chapter.

## Dinner

It takes three days and three nights to fix the ship with Larea's help (and supply of timber), three more days the PCs must stay in Pelorbay and oversee matters. During this time, if the PCs explore Pelorbay (which does not hold much of interest) a group of Hepmonaland savages from the Scarlet Sign attempt to goad the PCs into rash actions through verbal abuse and obscenities. They will not attack, but will defend themselves if they succeed in goading the PCs into action.

On the second day, regardless of whether the PCs enlisted Larea's help, they receive an invitation from Eirud Proshahar, inviting the PCs to dinner at his table aboard the Scarlet Scourge. A Hepmonaland savage delivers it to the ship.

There is no consequence if the players do not attend this dinner, but Eirud considers this a moral victory over the PCs.





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Two Hepmonaland warriors wait for the PCs on the docks. They politely insist that on Rattrin orders they divest themselves of all weapons and perform a thorough search (Search +4).

The PCs are led into Eirud's cabin aboard the Scarlet Sign. You might wish to let the PCs see the plan of the Scarlet Scourge, but note that the *Black Mist Stone* is covered up – something the PCs may decide to investigate.

Inside the Captain's Quarters a table has been set out formally for dinner. Present are Eirud himself, sat at the head of the table looking pleased with himself, Larea Farmore, her manservant Larze, Pirraen Vhar sat next to the sorceress Jorva (despite their previous altercation in the tavern), Despot Rattrin and the first mate Petre. You may wish to refer to their descriptions above.

Eirud and his men attempt to make polite conversation with the PCs, but their wafer thin veneer of politeness should be made apparent to the PCs by remarks. Topics of conversation offered by the Scarlet Brotherhood include the current state of the war (which is clearly going in their favour due to the lack of unity in the rebel factions), education (while the education provided by Priests of Lydia are the most superior they would like to hear some stories about an academy that is being set up in Longbridge) and so forth.

Larea, Lorze and Rattrin tend to stay silent unless spoken to, but if the PCs have not taken Larea up on her offer she quietly takes them aside to reiterate her offer.

Pirraen Vhar and Jorva on the other hand speak to each other cosily, aside from the main conversation. Jorva is explaining the education that a citizen of the Scarlet Brotherhood receives on the Tilva Peninsula and Pirraen seems most interested.

The meal itself consists of a starter of stew, followed by a main course consisting of a choice of salmon, squid or seahorse. Finally dessert consists of sweet meats and cake. The wine is of excellent quality – from Sornhill's own vineyards and dating

back as far as 567 CY. With a smirk Eirud will drop into the conversation that it is from the old Szek's personal stock.

Feel free to add any free-form roleplaying you wish to this encounter – the players almost certainly will! Despot Rattrin will however intervene if things look like they are getting violent and he is not beneath destroying *the Resplendent* to stop a conflict.

## Farewells and Financial Advice

If the meal draws to a successful close without anyone causing a riot, Eirud offers them this final farewell:-

*"We'll be setting sail soon. No doubt we'll see you before you see us," says the Xerban with a gleeful grin. "Unfortunate you couldn't come out with us, but then again you have had bother trying to fix this ship haven't you? Some would say this Resplendent is cursed – maybe she should never have left Sornhill."*

*He smiles, and waves, but then furrows his brow momentarily in what seems like mock concern.*

*"Oh before I forget, I believe there is a matter of a contract regarding your agreement between Mistress Farmore and yourself. Now I've no desire to see whatever terms you have with her, but I wish for her to be protected."*

*"I believe it requires the signature of a priest of Zilchus, or a priest of Xerbo. Obviously as you're not going to find a Zilchan around here, I'd be willing to be an impartial witness to your dealings with Mistress Farmore. In fact to show how high my regard for all of you, I'll even waive the traditional percentage I'd be due."*

*Larea shifts uncomfortably in her seat but nods.*

Eirud is trying to exact the terms of the agreement between the PCs and Farmore. Nothing more – but if a contract is drawn up, Eirud acts only mildly interested and is cool towards Larea – she is helping the PCs, but she is helping them into a trap he intends to set.

# Any Port In a Storm

Larea is genuinely trying to help the PCs out of enlightened self-interest however.

If the PCs do attack Eirud, Rattrin simply activates the runestones on the shore to crack the *Resplendent* like an egg. This time, not even Larea shall be able to repair the ship, and the Hezarin guards shall likely kill all the PCs.

Once he has finished gloating, Eirud departs with the fire mage, and *The Scarlet Scourge* sets sail in the night, to await the PCs outside the isles bounds.

## The Night They Leave

On the third night, as the PCs are doubtless readying to leave Pelorbay, they encounter their fellow crewman Golgak, injured on the docks. Modify this text based off what the PCs are currently up to:-

***As you make your way towards your lodgings a silhouette emerges from one of the sides of the houses. It is unsure of its footing – but it moves towards you.***

Allow the PCs to react to this sighting, and then when appropriate reveal the following:-

***You recognise him as Golgak, second mate aboard the Resplendent, as he staggers down the street. Literally bumping into you, in the light, you see the man has many fresh cuts across his face and back. He stumbles, kneeling on the ground, clutching his head, and start battering it off the cobbles and saying over and over again, “No, no, wrong now.”***

A Heal Roll (DC 13) reveals that the cuts were caused by a whip. Golgak has been whipped quite literally black and blue, but also oddly his mind has suffered as well. It is like he is only dimly aware of his surroundings and he slurs his voice like he is drunk.

If taken back to Captain Gremag, the captain berates his underling for getting drunk at first, before realising what has happened to the mate.

Golgak is unfit for work – his mind has been broken. A Diplomacy Roll (DC 23) may coax from him the words, “Red man, big whip, claws in the dark!” which is all he shall say happened to him in his ordeal.

What has happened to Golgak is revealed in the next chapter. Taking this matter before Rattrin does no good, as he is unlikely to accept the word of a freebooter over a “gentleman” like Eirud Proshahar. Besides – as *The Scarlet Scourge* just recently set sail (mere moments before the PCs’ discovery) Rattrin views the matter as moot.

## Conclusion

By dawn Larea’s men have completed their repairs upon *The Resplendent* and she greets the PCs and Captain Gremag with a stern reminder to honour their agreement they made. She also points out that they should tell Rattrin they are leaving.

If they go to Rattrin’s manor, he greets them at the door and will most assuredly give them permission.

***“Seems like everyone’s leaving,” says the fiery mage as he towers in his doorway. “First the Scarlet Scourge, with Pirraen – though I don’t think she wanted to go willingly, know you. Well – for us anyway it’s a blessing, be off with you, I’m sure it will be a short voyage.”***

Perceptive PCs (Sense Motive – DC 25) may notice a wry look of amusement upon Rattrin’s face as he gives them permission to depart – as if he knew what fate was in store for them. With or without this foreboding they should now return to their ship and prepare to set sail on the final leg of the journey...

